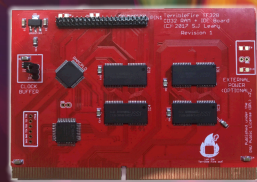


The world's only fanzine dedicated to the Amiga CD32 console!

CD32 *Scene*

Reshoot-R

Rocking the CD32 in 2019!



Expand your CD32!

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POWER GLOVE

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ISSUE 2

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EDITORIAL

It was a long time coming, but Issue 2 has finally dropped! So big apologies for the delay, it was certainly a mile off the October date and it's something i have certainly learnt from, future Issue's will be announced and printed when ready, the CD32 scene isn't quite mature enough yet to have the content for regular issue's, but as the scene grows this may change in the future.

Speaking of dropping, i have dropped the cover-disc due to problems and delays on the first Issue, you obviously are aware the cover price has been lowered to £3.99 to reflect this, plus as mentioned on the PD scene pages, there is a new download page on the webstore to accompany any new game demos and PD games for you to download for free and play on your CD32! **AJ**

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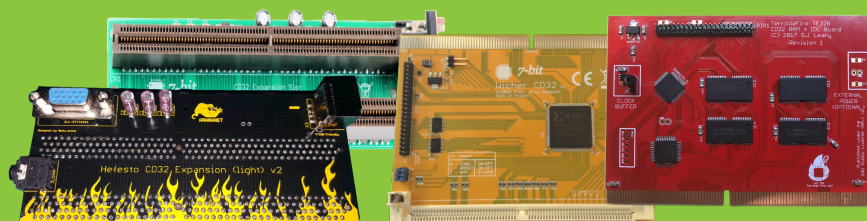
INTERVIEW



Exclusive
Interview
with
Richard
Löwenstein

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MAIN FEATURE



EXPANDING YOUR AMIGA CD32

Along with more games, the CD32 scene has started to get more options to expand, check this mini guide to which expansion cards are available.

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CD32 NEWS

TALES OF GORLUTH III

From the same developer who made Heroes Of Gorluth, comes Tales Of Gorluth III, the the third and final chapter in the series. The first two TOG games weren't CD32 compatible, but this is rectified for the final game in the series.

Unlike Heroes Of Gorluth, the Tales games are played from an overhead perspective rather than side-on as in HOG, promising to be full screen it's a long way off yet though and won't be out until Q1 2020.



PROXIMA 3



One of the most promising upcoming Amiga games, is still a while off as the developers finish off other projects, so a 2019 release date is unlikely at this stage, a preview video has been shown off and shows a promising vertical scrolling engine similar to the mock-up screenshot below but without the enemies.

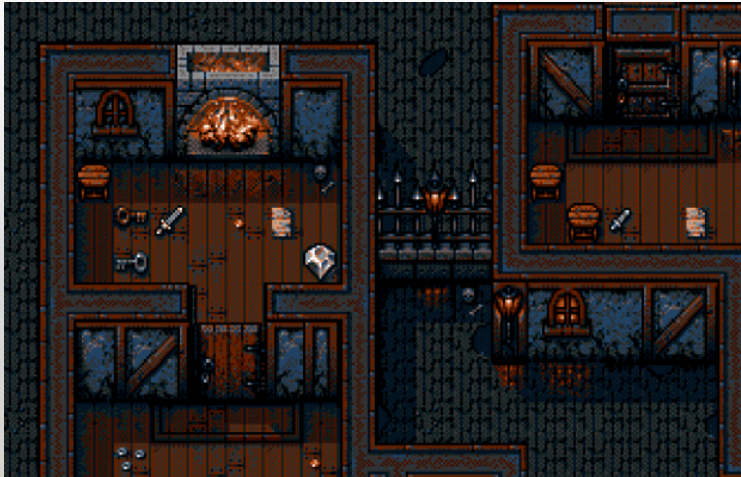
Last year the developer was aiming for AGA+FastRAM specs, although they were trying to bring this down to stock A1200/CD32 specs if possible, nothing confirmed as of yet, but developers are becoming aware the more machines they support the bigger the sales, so keep your fingers crossed!

SCOURGE OF THE UNDERKIND

Although being in the preview and release dates section in the last issue, i just wanted to clarify that the developer has stated the game has yet to be finalised if it will autoboot on a CD32 or not.

The developer has told me he hasn't ruled it out totally, so all is not lost just yet, but even if this falls through, he has said the game will be available for free as a downloadable Amiga game (as well as a physical CD edition that contains the ADF floppy disk version) so at worst even if an official bootable CD32 version doesn't appear, it will eventually find its way to a CD32 PD disc collection for CD32 owners to play.

But as one of the most promising upcoming Amiga games it would be a real shame not to have a physical game package (the artwork on the poster is amazing and i can bet the



manual will be too!).

If you feel the shame, and want this game to get a physical release, give Wayne Ashworth a shout and say you want a CD32 version on the CD!

enquiries@wayneashworthart.com

CD32 GAME RELEASE DATES

The following are what so far have been scheduled for a physical CD32 release, any dates are subject to change.

PixelGlass

Alar City - TBC 2019

APC&TCP

Reshoot-R - Q1-Q2 2019

RGCD

Skill Grid - Q1 2019

AMlworx

Heroes Of Gorluth III - Q1 2020

Piko Interactive

Pinkie / Jim Power / Indigo - TBC

FEATURE - EXPAND YOUR CD32

Believe it or not, not everyone knows the CD32 has expansion capabilities, and if your one of these people who bought it just as a games console or just collect retro consoles in general, this feature will tell you what these expansions cards can do for you.

On the page to your right shows the previous expansions that were available to buy in the 3 years that followed the CD32's release, followed by the new risers and expansion boards that have, and will be released in the past 2 years.



What being 25 years on from the arrival of the SX-1 the first expansion unit, you can imagine these units are going to be harder to come by, yes they turn up on eBay from time to time, but none of them are cheap, and the high end 'SX-32 Pro' that sold for £370 back in 1996 never sells for less than £1500 in this collectors day and age.

Thankfully after many years of being left out in the expansion dark in the Amiga scene, a few individuals have been busy working and releasing new expansion cards since 2017, and best of all some aren't doing it for the money and have released the necessary files for others to build and sell their own cheap cards, therefore giving chance for everyone to own one for in-comparison little money.

BEEN AND GONE

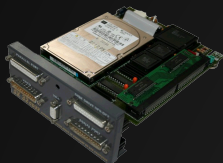
Expansions have been available ever since 1994 (a year after the CD32 came out), but as the years go by these have become more scarce and hard to find, here's a recap of the older models which are still useful if you can find them at a decent price.

They all have similar upgrade options, but some differences like the SX-1 and ProModule being able to handle the FMV cartridge at the same time, the latter also having a Disk Drive built-in, the SX-32 Pro being the only model with a faster CPU, other than that they all could handle more RAM, RGB and a HDD (not including the Wallstreet Disk Drive).



SX-1 (Microbotics, Q3 1994, £199.95)

The very first expansion module for the CD32, the one I bought myself in the summer of 1994. The only downer being first out, they wanted to support the FMV cartridge at the same time, hence the external cumbersome design.



SX-32 / MKII (DCE Computers, Q4 1995, £199.95)

Long awaited expansion, now Commodore were gone, the FMV cartridge no longer produced meant they were free to design an all-in-one board that went inside the CD32. The MKII model had a smaller footprint and more power efficient.



CD32 ProModule (Elsat, Q1 1996, £249.95 inc DD and KB)

The closest design to what Commodore itself was working on, was unique in that it had the Disk Drive built into the unit, and along with the SX-1 were the only designs to allow the FMV module to be connected at the same time.



SX-32 Pro (DCE Computers, Q4 1996, '030 33mhz £299.95 / '030 50mhz £369.95)

The king of CD32 expansions, onboard was an impressive 68030 processor in two flavours, but also the RRP to match! Don't expect to pick one up for less than £1500 on eBay.



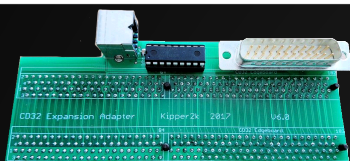
Wallstreet Institute Floppy Disk Drive (Man. Q1 1995)

Was never officially sold at retail, was built for the sole purpose of the user being able to save their coursework. The units were later sold off and shipped around the world, most ending up on ebay for £49.99 later rising to £99.99.

FIRST U HAVE TO RISE TO IT!

Before you can add a new expansion card, you need to buy a riser card, what's a riser card? A riser card is a U-shaped card that connects to the expansion port at the rear of the CD32, and instead of having a card pointing outside the machine, it flips the expansion card and positions it back inside the CD32 above the main motherboard.

What's the difference between the available riser cards? Mainly the video out socket, but some contain other sockets and features. Check the different models below to see which one suits your needs. And bear in mind these risers constantly go in and out of stock, so keep checking if there's one particular model you want.

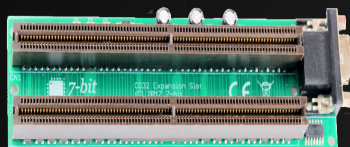


CD32 Expansion Adaptor

Features - RGB / PS/2 Keyboard

http://www.amibay.com/showthread.php?95444-CD32-TF328_plus-IDE-cable-and-CF-adapter_With-Riser

Price - Cheapster - £25-£35

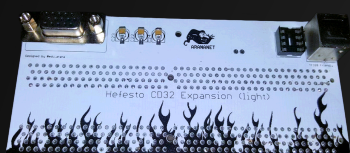


CD32 Expansion Slot

Features - VGA Connector (positioned on right of card not rear as per other models on this page)

Buy - <https://retro.7-bit.pl/>

Price - Most expensive - €55-60 (£49-£54)



Hefesto v1

Features - VGA / PS/2 Keyboard

Buy - <https://www.arananet.net/>

Price - Discontinued, try eBay for 2nd hand units.



Hefesto v2

Features - VGA / PS/2 Keyboard / 3.5mm Audio Jack

Buy - <https://www.arananet.net/>

Price - Discontinued, try eBay for 2nd hand units.



Hefesto v3

Features - VGA / PS/2 Keyboard / 3.5mm Audio Jack / HDMI Pass-through

Buy - <https://www.arananet.net/>

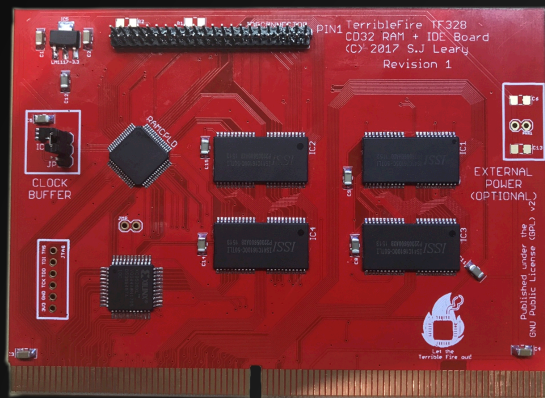
Price - Mid Range - €45 (£40)

TF328

Now you have picked a riser card, you need an expansion board to plug into it, the first of 3 new expansion boards in the last 2 exciting years for CD32 owners, the TF328 came out in 2017, with the first paying customers getting their boards in August of that year.

The developer (S.Leary) didn't make it for money, more for the community and challenge it provided, infact he actually designed most of the board in an entire weekend on a YouTube livestream! With only minor revisions done afterwards.

When complete he put the design online for free for others to make and sell their own versions of the card, with bare boards being sold on eBay at a cheap cost in an effort to keep the finished boards down to a minimum bar a small profit for the time taken to solder the parts to the board.



Specs:

8MB FastRAM / IDE Socket - Add Compact Flash card to use as HDD.

You don't need a larger PSU, the one that came with the CD32 is enough to power console and board.

Price:

Buy on eBay and Amibay.com, with P&P costs around £95, these kits also come with the riser card included, and in some cases a CF card ready to go.

What can i do with this board?

Well adding the FastRAM alone will speed up some programs and games making them run faster especially 3D games like Gloom, along with making some games that required FastRAM now available for you to play, like Doom and Bubble Heroes.

Also by buying a kit with the CF card you can use a program called 'WHDLoad' and play hundreds of old Amiga games and load them directly from the HDD!

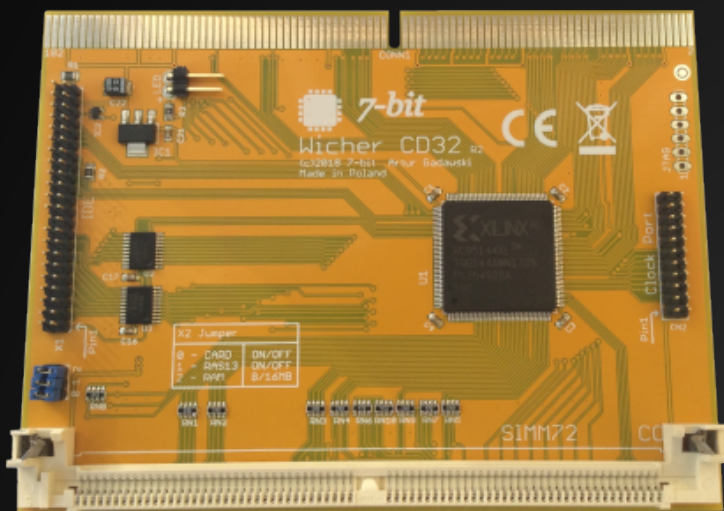


DOOM running on the CD32 with TF328

WICHER CD32

Originally started before the TF328 board was even a thing, delays followed by a major rethinking after the rival TF328 board launched pushed the launch back into early 2019, in fact as you read this, they have only been available for the past month or so.

The major difference between this and the TF328 is, with the Wicher board you will need to find the correct ram module for this board (via 16-128 MB SIMM72 modules, although only a maximum of 11.5MB of that can be utilised), if this already sounds daunting then probably this board isn't for you and you would be better getting a TF328 with the ram already installed, if not then you will have access to an extra 3.5MB of RAM!



Specs:

Support for upto 11.5MB FastRAM (via additional cost SIMM72 memory sticks).

IDE Socket - Add Compact Flash card to use as HDD.

Where to buy?

<https://retro.7-bit.pl/>

They don't sell direct, and at the time of writing only retroami.com.pl had a listing for it.

Price:

€102 (£90) which when you factor in page you don't get a riser card or infact any memory it works out quite a bit more expensive.

What can i do with this board?

See TF328 boxout on previous page. The additional 3.5MB of FastRAM isn't going to make any difference unless a specific program needs more than 8MB, so this shouldn't be the deciding factor in your final choice.

WHAT'S NEXT?

The second board from Stephen Leary, the follow-up to his 2017 board the TF328, this time he's aiming for a similar spec to the SX-32 Pro with a 68030 CPU running at 50mhz.

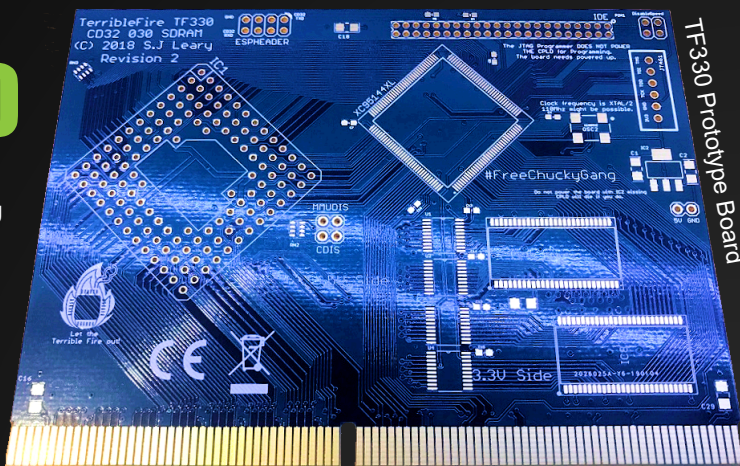
Still in the testing phase at the time of writing, they could very well be available to buy when you read this, these boards are for the more serious CD32 owners who want more grunt for other stuff other than the classic games.

This will be the closest thing to a SX-32 Pro card without the huge outlay of a second hand board!

TF330

Specs:

68030 50mhz CPU
64MB RAM
IDE Socket



What can i do on this that i can't on the TF328?

Well with a faster processor and more RAM opens up more games you can play from the Amiga back catalogue, including faster vector/polygon games if the game is programmed for it, and of course games like DOOM will get a significant speed boost and larger window. If you just want to play the old Amiga 500 or 1200 games then a TF328 or Wicher card will be enough for you, if you want to push your CD32 to the max this will be the beast to get!

Pros:

Bigger range of post 1996 titles will now be within reach, speed up of certain old titles and programs, with loads more RAM to play with for anything else.

Cons:

Probable incompatibilities with a small percentage of original CD32 software.
Price will be higher than TF328 boards.

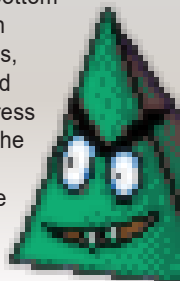
ZEROSPHERE

REVIEW

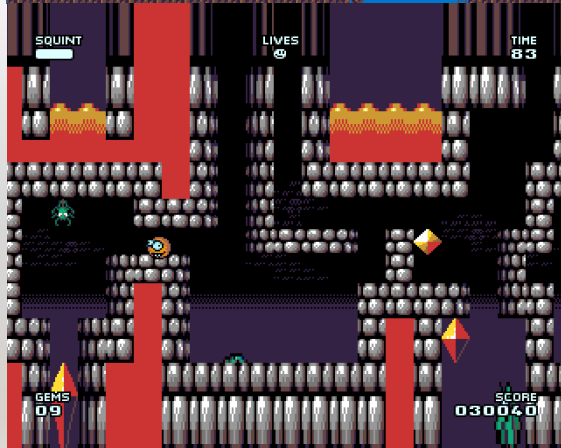
The CD32 version of Zerosphere was first announced in Issue 1 of this very rag, but i received a copy too late to review for that very issue, so here is my belated review. Originally released as a PD game in 2015, although don't let that put you off as sometimes the best PD games can often outshine retail games.

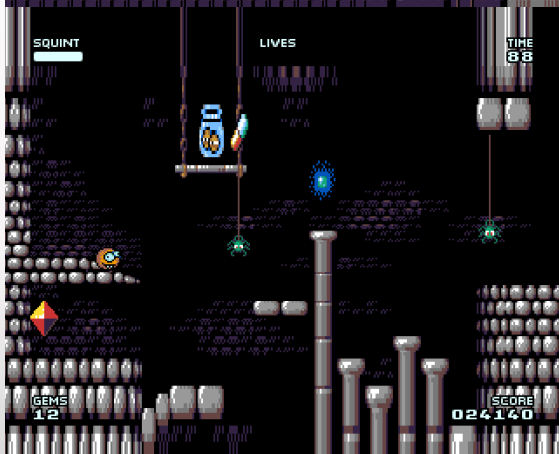
This updated CD32 version adds more levels, tweaks some of the old, along with adding new power-ups and CD32 pad and high-score saving support (13 blocks fact fans!)

Zerosphere has another original game style, the premise being make your way through the level collecting diamonds and making your way to the exit, sounds oh so familiar sure, but the unique twist being the screen has been stretched vertically top and bottom making it impossible to reach certain platforms or diamonds, your character handily named 'Squinty' can squint with a press of a button which returns to the screen to normal to reach these previously unattainable items, of course you only have limited squinting time so you have to use it wisely!



There are other power-ups and new features as mentioned which come along as you progress further in the game, which in itself is very fun to play. Controls are pretty tight and the squint





feature is really nice and well thought out, making the game stand out from what would otherwise be pretty standard platformer. Graphically it's fine, nothing outstanding and the graphics are at least colourful and the game moves fast and smooth which is key to a fun game.

The game does have a flaw though, after you lost all your lives there is no option to carry on where you left off, i would have loved to have the option to start from the last completed level like in Worthy, or least a password system, none of us are getting younger, there's only so many times you get half way through the game and want to restart it all again!

The full game comes in either a Digi-Pak version €18 (£16) or Deluxe Big Box version which costs €32 (£28.50) If both of those seem a little steep, as i was writing this review they announced a digital download option, giving you chance to pick it up for a much cheaper €5 (£4.45).

The lack of save or password issue aside, its still fun and challenging to play and is well worth anyone's time and money, if you are unsure try the demo or PD version, and if you get hooked for more the full version will satisfy your inner squint for more!

Second Opinion:

I enjoyed this game, reminded me off early 90's Amiga games, my kids played it too with my help, any game they enjoy can only be a good thing!

Trevor H.

8/10

Developer: Losso

Publisher: Poly.Play

Released: Aug 2018

Where to buy?: www.polyplay.xyz/

Price: €5 - €32

- + Fun original game style.
- + Smooth gameplay.
- No password or level save!
- Physical version a little steep.

Rating

7.5/10

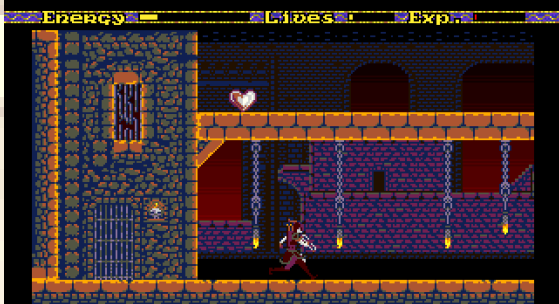
HEROES OF GORLUTH

REVIEW



Heroes Of Gorluth comes in a standard jewel case (yes thank you!) with a proper pressed CD but sadly no full manual, only a four sided inlay with the controls on.

Upon loading you are given a choice of levels 1-3, 4-6 or an enhanced '030 + FastRAM version which gives a bigger screen area, a nice addition and one idea for other developers to think about especially with the upcoming '030 based TF330 expansion board.



The screenshots on this page were actually taken from the upgraded '030 version, the CD32 version has a smaller play area, if you take a couple of inches off either side, you would have a better idea of the game area of the normal version, visually both are identical.

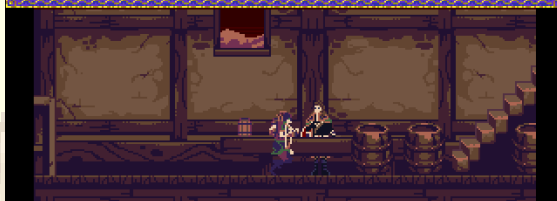
The game itself is a standard platform fare, but with a pointer towards a slower paced 8-bit style jump and wait method of playing.



Graphically the backgrounds are quite nicely drawn, with a mixture of muted and bright bold colours across the levels, they won't win any awards for detail but it sets the scene for each level, but your character sometimes gets lost in the background having similar colours, which wasn't picked up on development.



Sei gegrüßt! Hier ist ein Schlüssel.
Greetings! Take this key.



Animation is sadly jerky both in scrolling and player movement, but having fastram installed does help a little with the scrolling but that's of course no comfort for stock CD32 users! Which leads me onto the jumping, which feels like you are drop like a lead balloon as you head earthwards, it makes judging jumping that bit more difficult, having creatures like bats that swarm around you doesn't help with frustration as the controls aren't responsive enough to deal with the pesky blighters, this along with bad collision detection doesn't help matters!

Music is the best part of the game with some great tunes playing through the levels, but you start to think the music itself deserves to be somewhere else.

The game lets you pick a starting level all bar the very last, without having to complete any of the earlier ones, its more of a selection of levels than an actual game in that respect and may put some off having that task taken away from them if they choose.

The developer is obviously very talented, but the fact its made in a cumbersome game maker spoils the game, had it been a budget price it may be worth a sniff, but the current price of €20 (£18) is simply too high to recommend.

Second Opinion:

"Jay was being generous, its pretty unplayable, the shoddy player movements are awful, unforgiving enemies, yes support new games, but not at any cost."

Trevor H.

3/10

Developer: Viddi

Publisher: AMLworx

Released: Dec 2018

Where to buy?: <https://shop.phenix-noir.de/>

Price: €19.99

- + Great music!
- + Colourful, some animations are nice.
- Poor game mechanics
- Too expensive

Rating
5/10

虎爪

TIGER CLAW

REVIEW



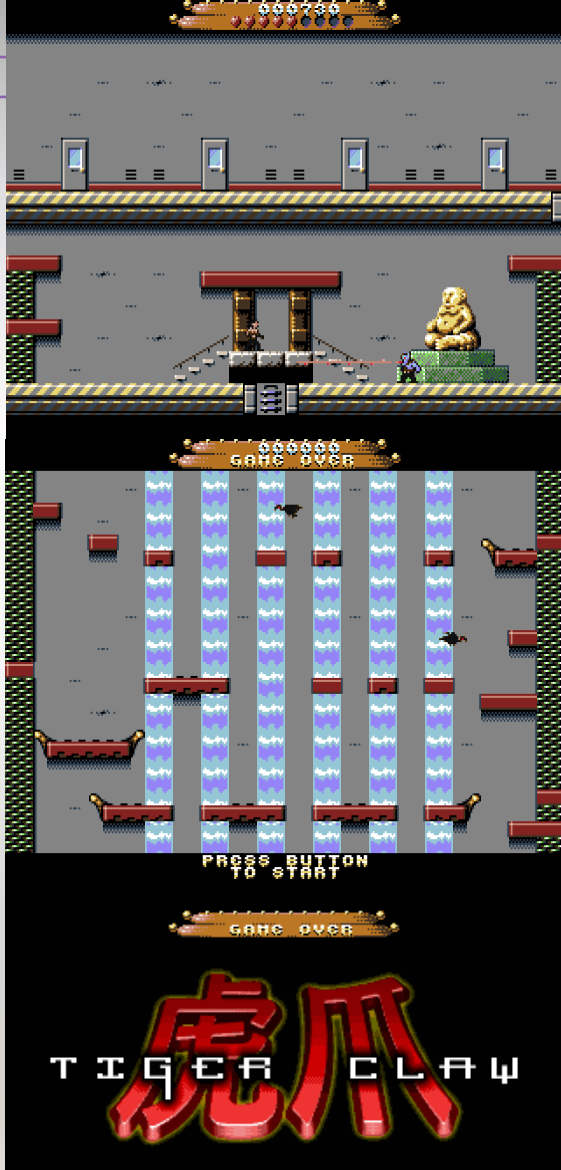
Tiger Claw like Power Glove, was released digitally just before christmas and physical editions were sent out in the new year.

Tiger Claw itself is best described as a flip screen beat-em-up, taking out baddies on each screen then moving to the next, along the way you can collect power-ups to arm yourself with more powerful moves.

Various other options are available on the menu screen bar the main game, which range from a training mode to get used to the controls with wave based gameplay on a single screen, to a multi-player mode which supports upto 4-players if you have the necessary adaptors!

Player movement is decent enough, but the attack movements are too slow, and feel sticky in that regard, you need fast IK+ kind of speed to get stuck in to the enemies, not wait until the animation finishes before being able to get out another punch or kick.

Lack of 'meaty' SFX crunches when hitting enemies disappoints, and when you defeat them they vanish with a puff of smoke too, a much preferred knock to the ground would have appealed more and been more satisfying.



The game has no pause, which is a real bugbear of mine! and whilst blue can be used for jump there are no other CD32 specific controls.

Musically its certainly below average even for an Amiga game let alone the CD32, with several chip tunes available to pick from, sadly not one of them is of a high standard or very catchy for that matter, it may have been passable for the C64 but Amiga owners expect a little more to satisfy the ears.

Unlike Power Glove which has an improved Amiga version, the graphics on Tiger Claw are unfortunately not as big step up from the C64 version.

Game prices are reasonable though, that its hard to argue with, only £2.99 for the digital version, and £15 for the physical version is not bad but a little too much for the actual game value, so if you are unsure maybe go for the digital version first, and if you enjoy it support the dev even more by buying the physical version after.

You can overlook the poor visuals and sound with any game, but the lack of quicker animations spoils the games main fighting action, so despite its minimal overhaul, its a game firmly stuck in an 8-bit world.

Second Opinion:

I enjoyed the multi-player more than anything, the single player mode got a little too repetitive for me, you can at least have a laugh with mates.

Trevor H.

7/10

Developer: Lazycow

Publisher: RGCD

Released: Dec 2018

Where to buy?: www.rgcd.co.uk

Price: £3 - £15

- + Cheap digital price point
- + Multi-player is fun
- Visually uninspiring
- Sticky fighting

Rating
6/10

POWER GLOVE

RELOADED

REVIEW



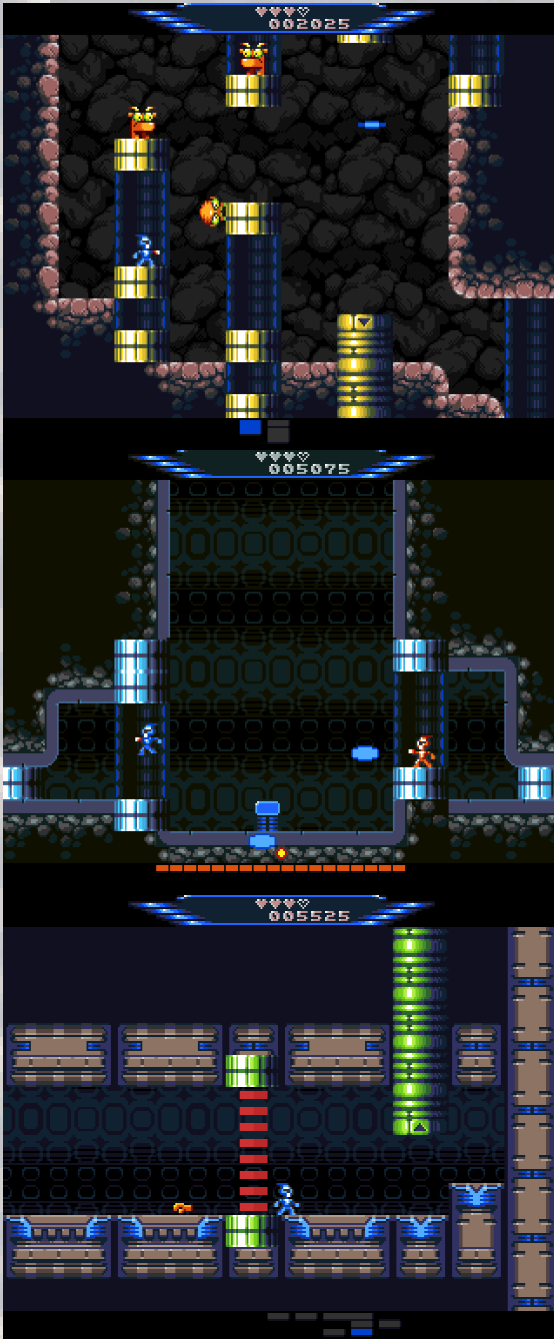
This game has been long awaited in the Amiga community, the game itself has been near on finished for the best part of 2 years! but the coder wanted to wait for a particular publisher (RGCD) who he has published with before on his C64 games.

Well just before Christmas the announcement finally came and orders were opened, digital versions were available straight away, whilst physical editions were sent out after the New Year to avoid being lost in the Christmas post.



Power Glove Reloaded (PGR) like Tiger Claw is a port of the developers original C64 game to the Amiga CD32, but unlike Tiger Claw, PGR is a bigger step up in terms of graphics and sound, not just that but it has a larger game map and extras like boss fights!

The game is a multi-screen run 'n' gun platformer set in an underground world of tunnels, tubes and strange robot creatures. You have to navigate through, jumping, dodging and shooting said baddies, whilst collecting keys to open more area's and finally the six control diamonds needed to complete the game.



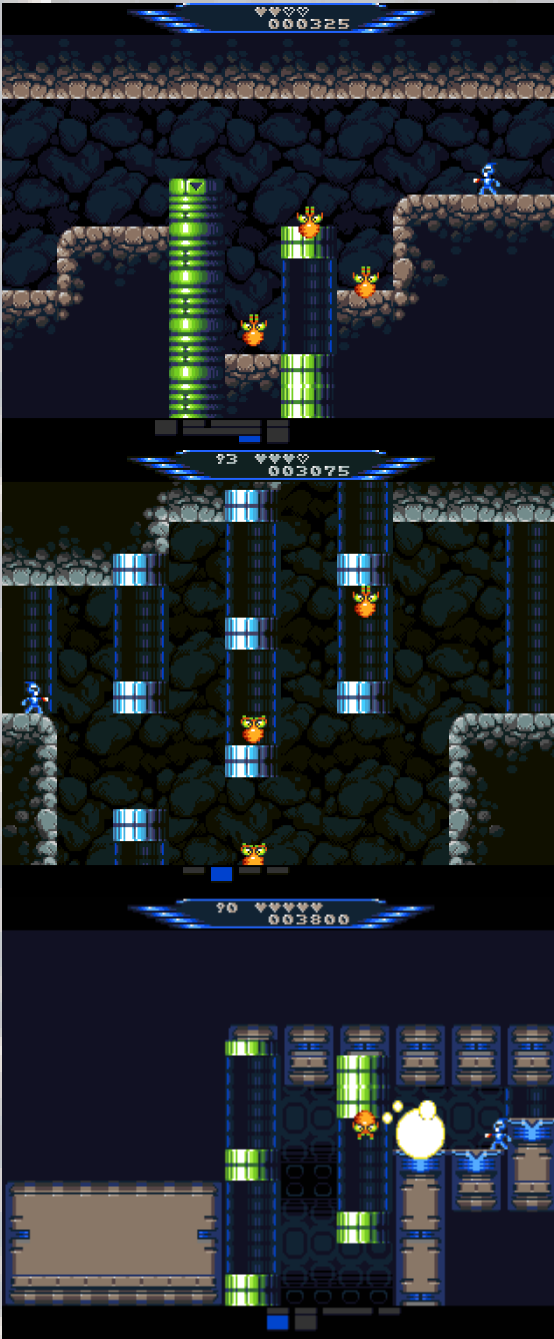
Where the game excels is the playability, it moves really well, with smooth 50hz movement, along with player movement being fast and accurate, perfect for jumping and shooting the lil robots!

Speaking of shooting robots, it is most satisfying with 'crunchy' SFX and explosion to match, something alot of recent games seem to neglect. Whilst nice little touches like the kick-back when firing his Power Glove pushes him back a couple of pixels!

Other SFX in the game is quite basic though including the jump and fire noises, which unfortunately do hit the sonic same level as shooting a robot! Music in the game is quite good with some nice tunes, certainly alot better done than in Tiger Claw by the same developer.

Graphically as mentioned above is fast and smooth, with the game screen having well drawn and shaded features, the parallax background is a nice upgrade too, of course its still not pushing the AGA chipset in the CD32 as the floppy disk Amiga 500 version is graphically identical, but nonetheless the graphics suit the game well, infact they have a unique feel and character to them. And like in Tiger Claw you can change to the original C64 graphics if you like, but in all respect you won't want to!

Playing through the game itself, you quickly notice there's no game timer (always a welcome bonus!) and after the usual get shot a few times, you find yourself jumping and traversing the tunnels with a bit more confidence, as you progress you can see where you are using the map at the bottom of



the screen, which shows the area you are currently in which is highlighted in blue, and the grey area's are where you have been through so far.

There are energy pick-ups along the way, and when you finally locate and destroy the first boss you get awarded with more energy and a key, which is used to unlock another tube on the starting screen, unfortunately you have to make your own way back the same way you came!

The game brings a real smile to your face as you play for the first few times, something you don't often get with recent games but when they come along you know it's a treat.

No game is seemingly perfect of course, the slight niggles for me include no pause button! Grrr! come on developers, this should be standard on CD32 games! A lack of save position is another disappointment, yes you can save high scores (takes 19 blocks up) but with no in-game save or password the game misses out on getting a 9 because not everyone has time to play it through in one sitting

The other underlying niggles are you don't get enough energy or lives for lesser skill game players, or alternatively an easy mode would have been better to balance the game out for all audiences alongside the standard and expert modes, i think developers need to realise the demographic age groups for Amiga and CD32 gamers is a lot higher than it used to be, and so games should cater for as many people as possible, so more pause, save and password options as possible in future please!

What's in the box?

Here is the package you get if you buy the physical edition, which includes;



Badges
Stickers
Coasters
Postcards
Game Disc
Manual

All in a nice oversized clamshell case for a very reasonable £15!

Overall the whole game package is very well produced, as well as a unique physical edition with box, you can also buy a very cheap digital download of the game for £2.99 via the link below, i can see why he wanted to use RGCD to publish the game, even with the long wait he made us suffer!

Power Glove Reloaded is a little gem of a game, i highly recommend it, it's up there alongside Worthy as must have games for the CD32.

Second Opinion:

Yes boy! This is what Amiga owners deserve, a 50fps game that's fun to play, that alone is worth the money, thankfully there is great game here too, get it!

Trevor H.

9/10

Developer: Lazycow

Publisher: RGCD

Released: Dec 2018

Where to buy?: www.rgcd.co.uk

Price: £3 - £15

- + Fun, with playability in spades
- + Well drawn visuals
- No in-game save or passwords
- Mostly basic SFX

Rating

8.5/10

PD SCENE

Round-up of the best
Public Domain games
from 2018.

As i write this we are only a couple of weeks into 2019, so i thought it apt to do a recap of the best CD32 compatible or enhanced PD games 2018 had to offer.

All of these games can be downloaded on CD32 ready to burn ISO images on the new webstore 'download' page, use the QR code (square barcode for us oldies!) on the inner back page of the mag.

Already reviewed last issue but remain in my ten favourite PD games of 2018 are;

Alco-Copter - **7/10**

Bomb Jack Beer Edition - **9/10**



Uwol - Quest For Money (Purples Studios)

Port of a 10 year old ZX Spectrum platform game, small screen size, but plays well and moves smoothly, nice little game. **7/10**



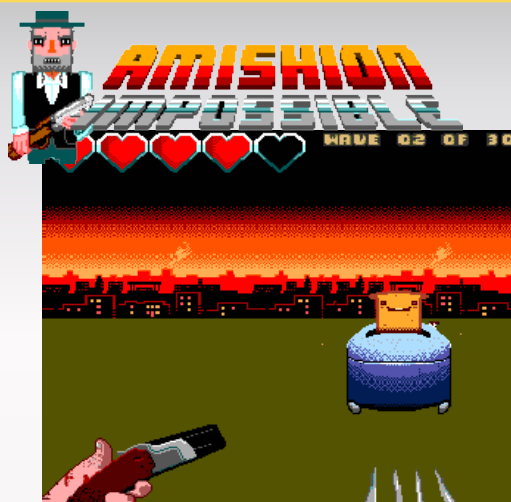
Golden Wing (CopperSky)

Shoot-em-up in the Blastar/Stardust vein. Feels like you are moving on a track rather than in space, but overall fun blaster. **6/10**



Barbarian+ (Raster Wizards)

Graphically enhanced version of the classic, plays a little slow, but other improvements make it worth a play. **6/10**



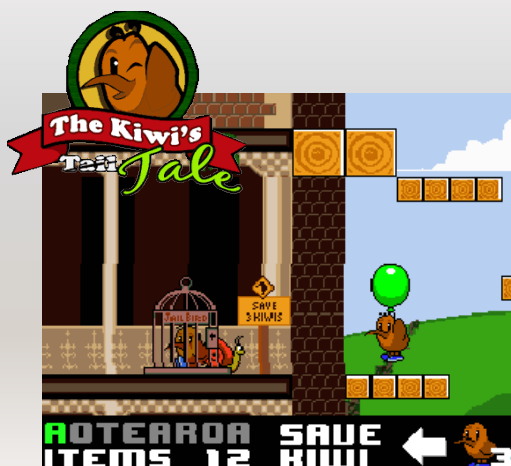
Amishion Impossible (Earok)

FPS with toasters and vacuum cleaners! Technically fast & smooth with CD32 pad support, but the SFX annoy and I'd rather be shooting rabbits or something! **6/10**



Highway Sprint (Earok)

1-4 player racing game in the switching lanes without crashing scenario! Cute graphics, decent music and overall a great party or gaming meet game! **7/10**



The Kiwi's Tale (Earok)

Based on an unofficial sequel to 'The New Zealand Story' game from 1989.

This game was written for the PC a decade ago, now Earok, an avid supporter of the CD32 (check his other 3 releases in 2018) has not only ported the game to the Amiga,



but he has added CD32 controls and CD audio!

Game wise, sure the graphics are quite basic, but then so were they on the PC version, movement slows down a little when there's a lot happening on screen, but other than that it's a very nice game that is both very playable and fun to boot. **8/10**



Road Avenger (Earok)

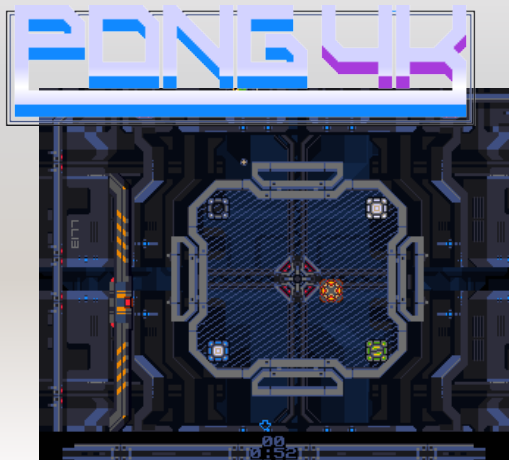
After last years Time Gal, Earok last spring released another Laserdisc game port which some of you may remember being a Sega Mega-CD game too.

Gameplay is sparse, the premise is to press



a button which coinsides with the icon on-screen in a set time or the sequence upto the last section restarts.

Just for pure techy awesomeness rather than gameplay value i give it a - **8/10**



Pong 4K (Cobe)

Multi-player pong, nicely polished CD32 version with pad support and CD audio, if there was an option for a larger ball for those not with 20/20 vision it would be even better! **7/10**

As for 2019, there's some great upcoming PD games, one to look out for is a port of the arcade game Rygar, a CD32 version along with CD audio has been mooted!

* A CD32 version of the Atari ST port of Starquake is in the works, pad support is expected to bypass any keyboard presses in the recently released Amiga version.

* CD32 compatible version of Trap Runner via WHDLoad should be released soon, it would have made this list but at present has to be run from a floppy disk pah!

* Finally an EAB forum Amiga coding competition that has been running for 5 months, is expected to bring some gaming fruits, next issue i will report on any great new PD or retail games to come out from the results.

INTERVIEW *With...*

RICHARD LÖWENSTEIN

About:

Richard Löwenstein first started developing games on the Commodore 64 back in the 1980's, after which he joined Amiga Joker magazine in 1991 playing and reviewing games for half the decade before the magazine came to a halt in 1996. In 2015 he resurrected his love of coding by working on the CD32 game Reshoot which was released in summer 2016. He has been working on the sequel ever since, CD32 Scene talks exclusively with him.

CD32 Scene - What made you consider supporting the CD32 out of all the retro hardware to support?

RL - I learned coding on a Commodore C64 and used to be editor of the german games magazine Amiga Joker, so there is a natural connection between me and all things Commodore and Amiga-related. The Amiga 1200 is my favorite Amiga-system of all time. Therefore my games Reshoot and RESHOOT R support all Amigas with AGA-chipset.



Richard's first C64 release in 1986 'Let's Bounce'

CD32 Scene - Did you own a CD32 console back in the day? And do you own one now or use an emulator as a method of testing your game?

RL - Yes, I did, and we also had one in the office of Amiga Joker. My console would have needed recapping though, and therefore is broken now.

CD32 Scene - How were sales of the first Reshoot in terms of expectations? Did they hit the target of what you expected? And if not, what do you think could be improved to sell your games to more people?

RL - Sales were rather disappointing, to be honest. I would have expected 500 copies to find new friends within the Amiga scene, which unfortunately was not the case. The production quality was high, but the game was not to everyone's taste. I am aware of that. RESHOOT R will be a lot more to the taste of shmup fans out there, so I hope it will gather a bigger fanbase than Reshoot.



Richard's first CD32 release in 2016 'Reshoot'. The game box contained a mini Amiga Joker magazine detailing development of the game.

CD32 Scene - How do you find the Amiga community when it comes to support and enthusiasm for new CD32 games?

RL - The community is great. I got a lot of advice and practical help from people out there. I have to name Kevin Saunders for pixeling Reshoot and RESHOOT R, and Martin Ahman for helping with audio production.

RESHOOT · R

CD32 Scene - Onto Reshoot R your latest Amiga project, firstly could you briefly tell us the premise of the sequel, also what does the R stand for?!

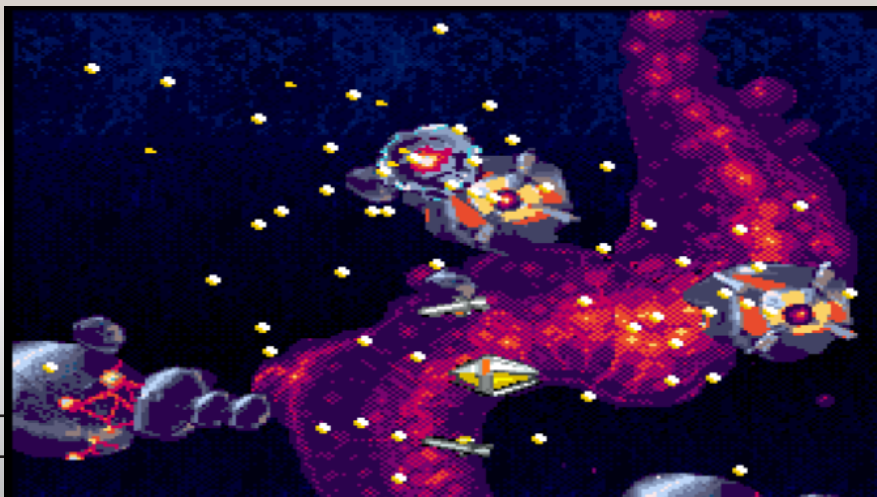
RL - RESHOOT R is basically a horizontal scrolling shoot'em up like its predecessor. But that's about all these two games have in common. I overhauled the technical engine for RESHOOT R completely, so it now displays much more color and action. The gameplay is so much more enjoyable, due to extra weapons, sophisticated attack waves and innovative features like a highscore code, which the player can use to transfer his achievement onto RESHOOT R highscore-website <http://reshootr.richard-loewenstein.de/>.

The R could stand for a lot of things. Richard or Repeat, for exampl. Wait and see :-)

CD32 Scene - Lets talk technical details, feel free to impress us with numbers! What can we expect to see and hear from Reshoot R?

RL - You can expect the game to run in 50 frames per second, with upto four layers of parallax scrolling and an additional effects layer, used for fog for example. The sprite engine can move upto 100 objects onscreen. You will hear music, speech and effects simultanuesloy, in real amazing quality. The whole game is coded in Assembler language, as to really get the most of the Amiga hardware. The code adds upto 12.000 lines by now.

The engine for Reshoot-R allows upto 100 objects onscreen at once all at 50fps!



CD32 Scene - Did you receive and listen to feedback regarding the first Reshoot, or do you just go with the flow and put out what you feel is the best of your ability?

RL - I did receive a lot of feedback, and am very thankful for that. The best feedback I got for RESHOOT R was, when I showed an early version at the gamescom (*pictured below, right*) and Amiga32 shows in Germany last year. Watching people play and talking to them made me recode a lot of things gameplay-related. Famous scene pixeler Oliver Lindau for example had a look at the game and offered some help in finetuning a few pixels. Willi Bäcker (*pictured below, left*) from Factor 5 motivated my to rethink the way the collision system works. I therefore coded a totally new collision system, which alone took me about one months of time. The collision system is a good example for one on many improvements which you cannot actually see, but you can certainly feel. And it feels good.





CD32 Scene - Does your game take advantage of the CD32 in any way over a standard Amiga configuration, i.e CD audio, extra controller buttons used, NV-RAM saving, larger samples?

RL - Absolutely. First of all, RESHOOT R comes on CD-ROM, with an additional download version. Then, the highscore table is saved to NV-RAM. The CD32s controller buttons are used, too. You can pause the game, for example. Also, the games uses the CD32s AGA-Chipset in lots of ways. More colors, bigger sprites and excellent audio quality. About 600 KB of the CD32 2 MB are used solely for samples and music.

CD32 Scene - As a previous writer for Amiga Joker magazine, what Amiga games do you have the fondest memories of playing, and which ones do you regret giving a high mark for in hindsight?

RL - I adored and still adore many Amiga games. Hybris, Silkworm, Battle Squadron, Apydia and Turrican 2 for example. Stunt Car Racer and F-29 Retaliator, too.

CD32 Scene - What recent Amiga game made by someone else are you most impressed with?

RL - I have to admit that I am mostly impressed with current C64 productions, rather than Amiga productions. I think the production value of Sam's Journey, Spooky, Donkey Kong Jr. and some other new C64 games is so high, it's almost unbelievable – and certainly better than most C64 games in the 1980s. That's why I want RESHOOT R to be as good as some of the best commercial Amiga games ever, too. Having said that, Inviyya is shaping up nicely, and Scourge of the Underkind looks gorgeous.

CD32 Scene - Do you have any future Amiga projects planned, and if so will any of them make it to the CD32 in the same way?

RL - Not yet. But my engine is pretty capable and flexible and could be used for a very nice jump'n 'run, too. A new Giana Sisters would be nice...

CD32 Scene - Thanks very much for your time Richard.



Arabian Nights

Game Type: Platform

Developer: In-House

Publisher: Krisalis (Buzz)

R.R.P's: £14.99 (CD32) / £25.99 (OCS)

Release Dates: Feb 1994 (CD32) / Apr 1993 (OCS)

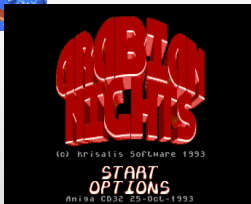
Media: 1 CD (CD32) / 2 Disks (OCS)

Packaging (CD32): Jewel Case

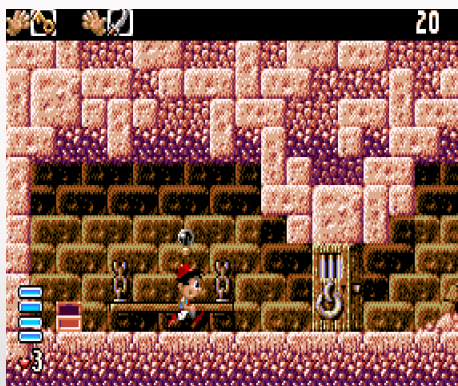


OCS Version

CD32 Version



Title Screen Comparison



CD32 Version

Another month, another Amiga port! I'm just kidding, not every month! At least Arabian Nights was released on Krisalis' 'Buzz' budget label for only £14.99 and considering the full price version came out only 10 months prior that's not a bad deal.

The only differences are the CD32 joystick support, so now you can use a button to jump instead of 'up'. Also the title screen has been simplified for some reason.



CD32 Extras: 2/10

CD Audio	☐
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st/Simultaneous	☐

Game Verdict

8/10

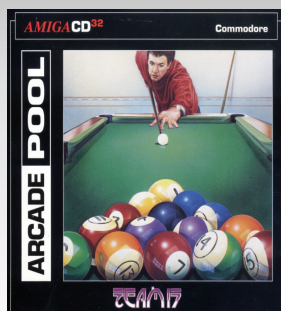
Score as a game on its own merits (Amiga OCS)

A very cheerful and fun to play platform game, lacking some polish, but one of the better Amiga games of this genre, recommended!

Overall score as a CD32 game (with score of extras averaged in)

I only normally recommend straight Amiga ports if they are pushing the AGA hardware, or are an 9+/10 quality OCS release, this whilst not quite being either, is still recommended for being lots of fun and its saving grace, being cheap!

5/10



Arcade Pool

Game Type: Sports (Pool)

Developer: Antitesi

Publisher: Team 17

R.R.P's: £14.99 (CD32) / £9.99 (OCS/AGA)

Release Dates: Nov 1994 (CD32) / May 1994 (OCS/AGA)

Media: 1 CD (CD32) / 1 Disk (OCS/AGA)

Packaging (CD32): Big Box + Jewel Case



CD32 Version



OCS Version

Team 17 were one of the biggest supporters of the CD32, developing many games for the platform over a 3 year period. Arcade Pool as a budget title could have easily just been shovelware, but no, Team 17 have added lots of CD Audio including a pub chatter soundtrack to make you feel like you playing and boozing away with the lads down your local, the CD32 pad has also been utilised to make it easier to adjust the power, angle etc before each shot. Graphically a few extra colors on the table and balls are used, but you may have to squint to make out the differences!



CD32 Extras: 5/10

CD Audio	☒
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st/Simultaneous	☐

Game Verdict

7/10

Score as a game on its own merits (Amiga OCS/AGA)

A highly enjoyable 2D pool game, lots of opponents and options, with the kind of polish only Team 17 could provide on the Amiga.

Overall score as a CD32 game (with score of extras averaged in)

As a CD32 game its a nice budget package, with the extras included make it more enjoyable to play.

Not enjoyable as Archer MacLean's Pool but considering that wasn't ported, this is the best pool game on the CD32!

6/10



Banshee

Game Type: Shoot-em-up (Vertical)

Developer: In-House

Publisher: Core Design

R.R.P's: £29.99 (CD32) / £25.99 (AGA)

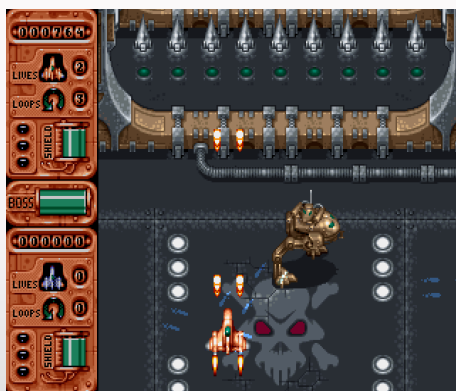
Release Dates: Aug 1994 (CD32) / Jun 1994 (AGA)

Media: 1 CD (CD32) / 4 Disks (AGA)

Packaging (CD32): Jewel Case



CD32 Version



CD32 Version

It took a year for AGA only games to start appearing more regularly, and finally there was a must have CD32 game to come from it! Banshee is a fantastic shoot-em-up, with well drawn graphics and smooth gameplay, finally a reason after a couple of years to show the Amiga could pull off a decent SEU!, the disk version is well worth buying as is too, but...the CD32 version adds to this with a CD soundtrack, and joypad support give it a proper console feeling, a game not too miss!



CD32 Extras: 5/10

CD Audio	☒
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st/Simultaneous	☐

Game Verdict

9/10

Score as a game on its own merits (Amiga AGA)

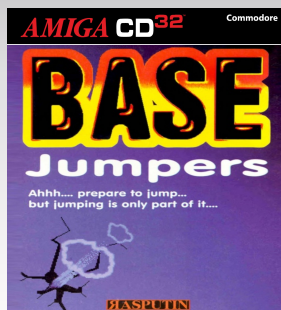
One of the best vertical S.E.U's on the Amiga, great graphics, fun and challenging gameplay and a two player mode!

Overall score as a CD32 game (with score of extras averaged in)

Even without the extras this is a game worth owning, pure arcade fun.

The CD32 package is the cherry on the cake though, and finally the CD32 is given a fantastic S.E.U to call its own. (just a shame we never got the promised extras, see below)

7/10



Base Jumpers

Game Type: Action (Multi)

Developer: Shadow Software

Publisher: Rasputin

R.R.P's: £19.99 (CD32) / £25.99 (OCS)

Release Dates: Aug 1995 (CD32) / Feb 1995 (OCS)

Media: 1 CD (CD32) / 1 Disk (OCS)

Packaging (CD32): Big Box + Jewel Case



CD32 Version



OCS Version

Rasputin games were never known for their graphics, in most cases they still looked like they didn't upgrade from Deluxe Paint III! And yes once again the CD32 version carries these graphics from the OCS version with no AGA enhancements. Thankfully the gameplay is fun, especially playing with up to 3 other players creating a fun multiplayer game.

The CD32 game adds to the mix with some random classical CD music, extra levels and sub-games exclusive to the CD version.



CD32 Extras: 7/10

CD Audio	☒
Extra Levels/Features	☒
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st/Simultaneous	☐

Game Verdict

6/10

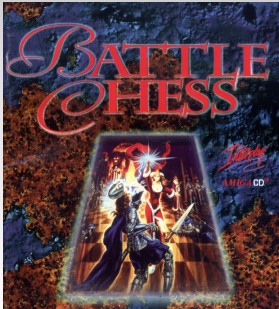
Score as a game on its own merits (Amiga OCS)

A great fun multi-player game with lots of mini games, perfect for those gaming nights, as a solo game though it soon tires.

Overall score as a CD32 game
(with score of extras averaged in)

As a full price game without extras I would be struggling to recommend it, thankfully Rasputin reduced the price to under £20, added CD audio, more levels and games, creating a good value mid-price multi-player fun package.

6.5/10



Battle Chess

Game Type: Chess

Developer: Antitesi

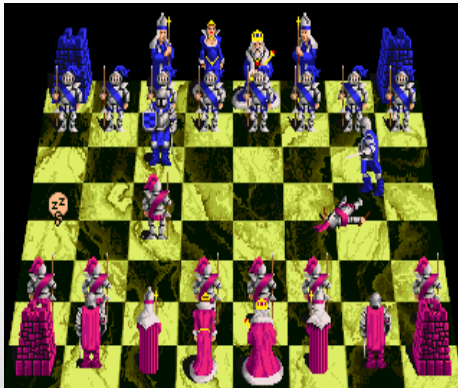
Publisher: Interplay

R.R.P's: £29.99 (CD32) / £39.99 (CDTV) / £24.95 (OCS)

Dates: May1994 (CD32) / Aug1992 (CDTV) / Nov1988 (OCS)

Media: 1 CD (CD32/CDTV) / 1 Disk (OCS)

Packaging (CD32): Jewel Case



CD32 Version



CD32 Version

You either love chess or loathe it, for those of the former, Battlechess takes a game you love and throws in for at the time amazing animated playing pieces with gruesome and funny death scenes. Battlechess is identical on the CD32 as it is on the CDTV and A500 before it, the only differences with the CD versions is the narrated guide at the beginning, and CD audio during the game, thankfully this adds to the overall package, along with the price reduced from the CDTV version, serves as a ok package for the chess aficionado's amongst us.



CD32 Extras: 3/10

CD Audio	☒
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☐
Intro / Cutscenes	☐
Released 1st/Simultaneous	☐

Game Verdict

8/10

Score as a game on its own merits (Amiga OCS/AGA)

A great place to start to learn chess, along with bringing some fun and humour to the table, this is *the* classic chess game.

Overall score as a CD32 game (with score of extras averaged in)

As a CD32 game its only average, it may have been great for the CDTV 2 years previous, but the CD32 deserved a 256 colour version that the PC/FM Towns and 3DO had, sadly Interplay took the easy and cheap alternative and opted for shovelware, shame.

5.5/10



Battletoads

Game Type: Action Platformer

Developer: Mindscape

Publisher: Mindscape

R.R.P's: £25.99 (CD32) / £19.99 (OCS)

Release Dates: Sep 1994 (CD32) / Sep 1994 (OCS)

Media: 1 CD (CD32) / 2 Disks (OCS)

Packaging (CD32): Digipak Case



CD32 Intro



CD32 Version

Broken gameplay mechanics, coupled with awful graphics and sound, this game makes Akira and even Tiertex games fun to play! Quite why this pile of crap was delayed in development for more than 2 years is unknown, they clearly didn't improve it in the extra time allowed.

For CD32 owners, its pure shovelware, and whilst you can change options and players with the other buttons on the joypad, all the moves are still limited to one button, unforgivable as a dual release.



CD32 Extras: 1/10

CD Audio	☐
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☐
Intro / Cutscenes	☐
Released 1st/Simultaneous	☒

Game Verdict

1/10

Score as a game on its own merits (Amiga OCS/AGA)

A highly enjoyable 2D pool game, lots of opponents and options, with the kind of polish only Team 17 could provide on the Amiga.

Overall score as a CD32 game (with score of extras averaged in)

Mindscape were one of the biggest supporters of the CD32, unfortunately every company has a stinker and they tried to cash in on the name alone, and Mindscape had the cheek to charge CD32 owners another £6 on top of the Amiga version! One of the worst games not only on the CD32 but on the Amiga in general!

1/10

CD32 PREVIEWS

This issue Reshoot-R and Skill Grid.

RESHOOT-R

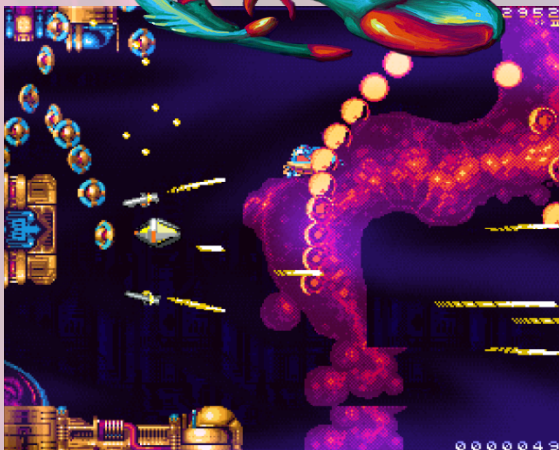
Developer - Richard Löwenstein

Publisher - APC&TCP

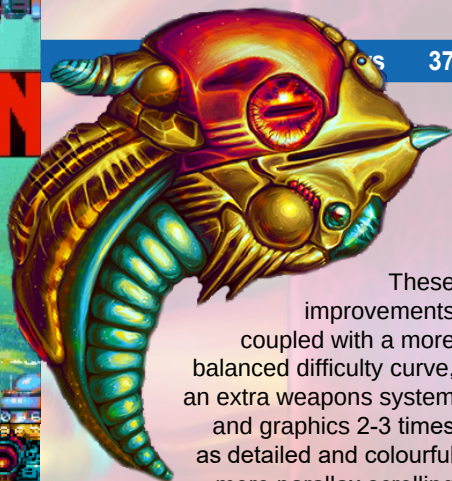
ETA - Early 2019

The long-awaited follow up to 2016's Reshoot (reviewed last issue). Work started in the summer of 2016 as soon as the first game was completed, nearly 3 years later the sequel has still yet to arrive but hopefully 2019 will fulfill the shoot-em-up void in your life.

From a mid-development playable demo that was released at the end of 2017, it is already starting to look very professional, already rectifying some of the flaws from the first Reshoot, like a local high score table (currently taking 8 blocks of NV-RAM), better music (and more of it), and a more regular looking player craft.



ESCALATION



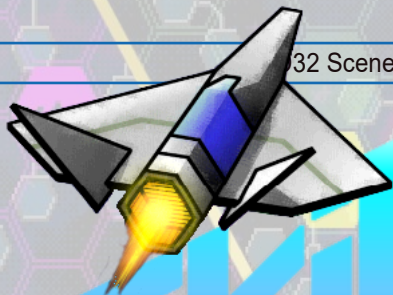
These improvements coupled with a more balanced difficulty curve, an extra weapons system and graphics 2-3 times as detailed and colourful more parallax scrolling and hundreds of objects on-screen, all still running at 50hz!

Richard wanted to add "You will see some visual fx in the game which were never seen before on the Amiga :)" make of that what you will!

It's all very impressive and you can understand why its been in development for the amount of time it has, the amiga has been dying out for some professional looking and playing games, this could be the first of a new breed of quality AGA games.

If the gameplay matches the rest of the game, it could be a real

stonker, and readers like yourself need to get fully behind the developers and buy these games, they don't come along very often and if sales aren't good for this and other games like it then we will only have ourselves to blame if the developers go elsewhere.



ETA - Q1 2019
Publisher - RGCD
Developer - Retream

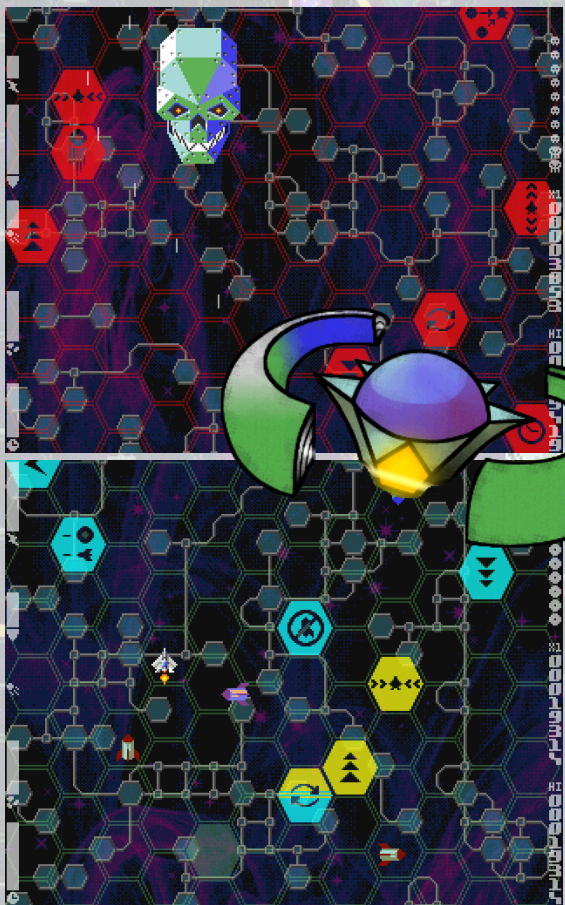
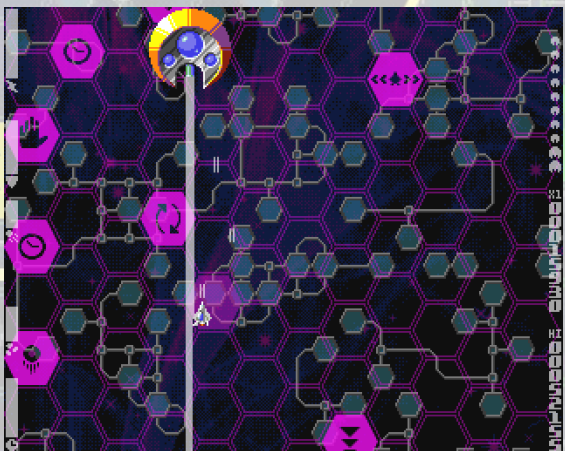
Skill Grid, an endless vertical shoot-em-up with countless power-ups is near enough complete coding wise and has been pencilled in for a Q1 release by publishers RGCD.

The game area itself is made up of hexagons cells, some are good, whilst others are bad, these are all randomly generated, meaning every game will be different to the last!

Since the game is score based, you will be please to know you can save your hi-scores to CD32 NV-RAM.

From the video's it looks promising, running at a rock-steady 50hz, it's promising to be fast and frantic, lets hope it can maintain the 'one more go' appeal.

Look out for a full review in the next issue of CD32 Scene!



START ME UP!

Did you know there are hidden messages on some CD32 start-up sequence files used to boot the game that were left by the developers?

This issue it's; **BATTLECHESS**

; Currently in doublespeed, optimised for chesstuff at head of disc,

; CDTV trademarks, with 6000 sector spaced out ISO and forced 2x.

; And today's question is: how many disks did Almathera eat to get

; this one out to you? <Clue: It's more than 10, and below 8 million>

; PS it was THP's fault.

; PPS No it sodding wasn't. The scapegoat is now doublespeed.

; Oh yes it was.

; Wasn't. I didn't write MaxSpeed.

; Anyway, we're now using the black prefs with normal pointer a la

; Vinceybabes at Interplay. Enjoy.

NEXT ISSUE!

INSIDE ISSUE 3...

SKILL GRID REVIEWED

ROUND-UP OF AMIGA

GAME COMPETITION

EXCLUSIVE INTERVIEW!

CD32 Scene

Editor:

AmigaJay

Published by:

mixam

(Mixam UK Ltd)

Issue 2 thanks;

Richard Löwenstein

Markus Tillman

Steve Clifford

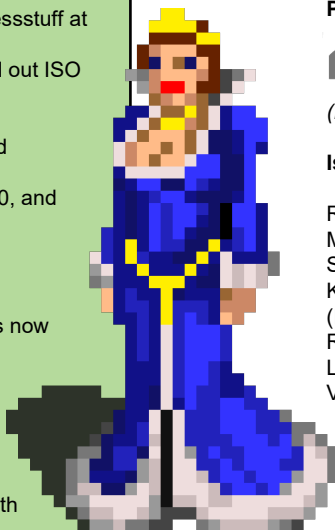
Kevin Saunders

(Reshoot-R Cover Art)

RGCD

Losso

Viddi



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